

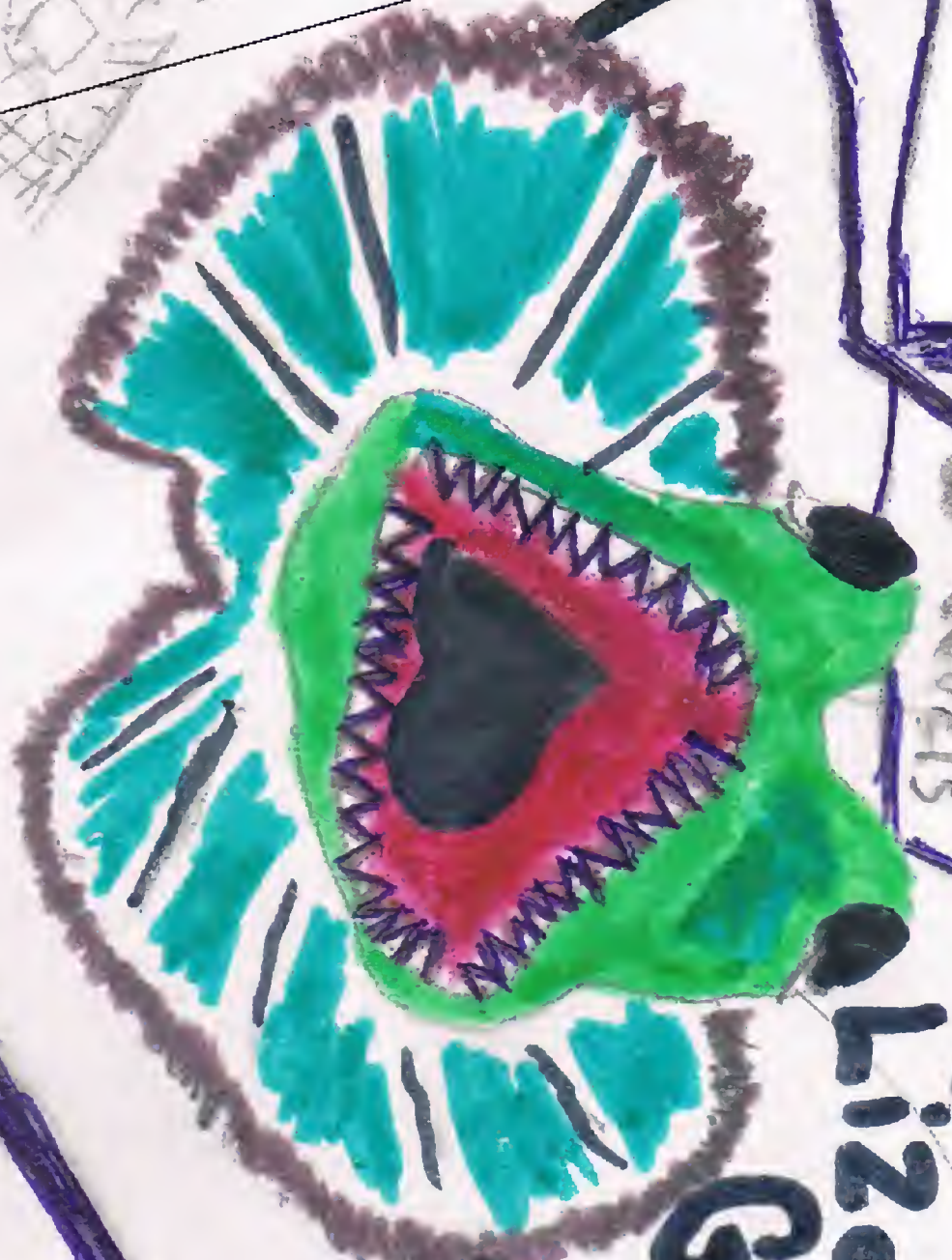
If you poke the dead skeleton. it hits you with a bast of 20 damage. Then it goes back to sleep. It can't die!

You gain 5 levels

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Entrance



THE Danger of THE Lizard God

Monster List D6

1. 2 Apes: 1 gorilla, 1 chimpanzee clawing the walls
2. 2d4 Baboons, crushing a dead skeleton
3. 1 Clay Golem and 1 Flesh Golem fighting each other

4. 1d4 Violet Fungi slapping eyeballs with their tentacles
5. 2d8 Giant Frogs, swimming and leaping
6. 3d6 Piercers playing a game to see which one drops first

The Lizard God: 8,000 HP

God: D20 for attacking.

Info

Each

circle (A.K.A-70)

is 10 feet.

A box that looks like a player opens the monster chest, comes from it
A dead skeleton in the room is

But it has a ladder, that you can easily climb, but then it breaks? What do you do?